Three Cheers
for Pre-K

Uno, dos, tres
¡Prekínder!

"Javi's Whirly World" is an interactive game environment specifically designed for *Three Cheers for Pre-K*, a new pre-kindergarten program by Savvas Learning Company that provides a balance of academics and purposeful play to successfully pave the way for kindergarten readiness.

Accessibility/Inclusivity

Children with unique learning needs are fully supported with interactive games that are:

- Designed with Universal Design for Learning (UDL) and feature different input options based on content (e.g., point-and-click, click-and-drag). On a mobile device, those same actions are activated by touch capabilities.
- Fully compliant with Web Content Accessibility Guidelines (WCAG 2.0 AA). Several feature American Sign Language (ASL) narration where appropriate, so students of different abilities can play the games.

Three Cheers for Pre-K offers differentiated instruction that supports the growth of struggling students, English learners, advanced learners, and three-year-olds. An equitable Spanish version of the program, *"Uno, dos, tres Prekinder!"* is designed to enhance children's development of literacy skills with a combination of translation and transadaptation of *Three Cheers for Pre-K*. The games have also been adapted for Spanish learners.

Assessment

- The *Three Cheers for Pre-K* curriculum includes diagnostic tools and assessments to help teachers determine children's proficiency in emergent literacy and math skills and monitor progress toward mastery of Pre-K learning outcomes.

Customization

- The five game environments provide hundreds of ways to engage children, along with a rewards system to keep them motivated.

Feature Set

- Whether children play the assigned games in class or at home, teachers have access to data and reporting to track students' mastery of Pre-K learning outcomes.
- An online Family Engagement portal also gives parents the tools they need to support little learners at home, including access to the games.
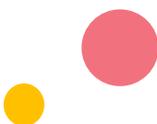
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Feedback

- Javi's Whirly World features a rewards system that provides feedback based on individual learner performance.
- Students collect stars for each level completed within the five game environments. The total number of stars that can be collected varies by game.
- Children can see how many stars they have earned upon exiting and then reentering a game.

Focus/Balance

- By turning interactive games into learning, Javi's Whirly World offers young students the opportunity to practice literacy and math skills in a fun and playful environment where they are continuously encouraged to succeed.

Game Design

- Each game environment in Javi's Whirly World fosters the development of key skills by teaching one of five Pre-K learning objectives: letter recognition, letter-sound knowledge, phonological awareness, vocabulary knowledge, and math number recognition.

Innovation

- The groundbreaking *Three Cheers for Pre-K* program supports early learning through fun interactive games as part of Javi's Whirly World, as well as other digital activities and online narrated books, all rooted in learning goals.

Platform Flexibility

- Javi's Whirly World games were designed to be played on both a desktop and mobile tablet, and are responsive in both portrait and landscape views.
- The games are accessible on the award-winning Savvas Realize digital platform, one of the publishing industry's most versatile learning management systems.
- Savvas Realize delivers a one-stop solution with single-sign-on, leading the industry in seamless integrations with over two dozen EdTech applications, including Google Classroom.
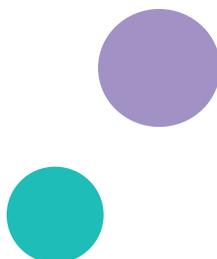
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Reports
- Teachers and administrators can monitor student- and class-level performance and skills mastery and track usage data and progress through the robust reporting feature on Savvas Realize.
- On the back end, the games will record a student's answer selections and compare them to the correct selections, allowing a teacher or parent to see where the child is succeeding and where they are having difficulty.
- Whether a child plays the games in class or at home, teachers have access to recorded data to view how well a child has met the learning outcome(s) in a particular level and the number of correct answers for the round played at that level.
- Reports will reset each time a child completes a level. If a child repeats a level, reporting will only reflect the second round played. Teachers can access the report at any time.
- Data will persist in the event of a power outage or lost Internet connection, allowing children to replay or restart where they left off.

User Experience (Instructor)
- Teachers can monitor their students' progress through the Savvas Realize learning management system.

User Experience (Student)
- The characters, colors, layout, and simplicity of the game play all contribute to an enjoyable user experience.
- Each game environment has a dedicated host character that stays with the student as they play.
- Interactivity in each game was tested with Pre-K children to make sure that it is appropriate, intuitive, and engaging for young learners.
- The goal of the student is to help the host character accomplish tasks while progressing through the learning objectives. This fosters a social-emotional connection to the host character.
- Each game will take children between 30 seconds and two minutes to play and complete.

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